



METRO PARKS AND RECREATION

METRO PARKS ADULT SOFTBALL RULES

“To ensure fair competition, these rules are subject to change at the discretion of Metro Parks Athletics at anytime”

ELIGIBILITY: Teams shall consist of individuals that have reached the age of eighteen (18) years old prior to the current season.

CLASSIFICATION OF LEAGUE: Metro Parks reserves the right to classify teams in order to keep play fair and competitive. Classification of teams will be based on previous season performances.

PENALTY

ANY INDIVIDUAL WHO FAILS TO MEET THE SPECIFIC REQUIREMENTS FOR PARTICIPATION IN LEAGUE PLAY WILL BE INELIGIBLE FOR PARTICIPATION IN THAT LEAGUE AND WILL BE REMOVED FROM THE TEAM ROSTER. FURTHER, ANY GAME IN THAT AN INELIGIBLE PLAYER HAS PLAYED WILL BE FORFEITED.

ROSTER:

1. Team rosters will be limited to a maximum of twenty (20) players.
2. The first twenty players listed on the team roster submitted to the Athletic Department will constitute the team and any names listed thereafter shall be considered ineligible for participation with that particular team.
3. Each player must sign in his/her own handwriting all rosters and contracts to be submitted to the Athletic Department. Any player failing to sign a roster in his/her own hand writing will result in their team forfeiting every game until a new and updated roster is complete and on file.
4. The penalty for playing under an assumed name is an automatic suspension from all Metro Parks administered leagues and loss of that game and any game in which that individual played under an assumed name.
5. Initial rosters **must be turned in to the Athletics Office or to the Metro Parks representative working your field prior to the start of their first scheduled game.** Original rosters must be turned in; **no photocopies, emails, or faxes will be accepted. Teams that do not turn in rosters will forfeit every scheduled game until an original roster is received or until a team representative meets with the athletics supervisor.**
6. Modification of team rosters (additions, releases) must be submitted to the Athletic Department no later than the **Friday preceding** a scheduled contest. A player becomes eligible or ineligible the next regularly scheduled game **AFTER** the change was submitted.
7. Final rosters are due **BEFORE the third played game**. If not turned in, the Athletics Office will consider the initial roster as the final roster. No additions or deletions may be made thereafter.
8. **No player can play for (2) two teams in the same league. Any player doing so runs the risk of causing forfeit losses to both teams. If a player does participate for two teams in the same league they will be legally placed on the roster of the first team they played for. You can play on different teams that are not in the same league if you choose to do so.** If a player plays on two teams and those teams go to the Louisville Metro Tournament, he/she must declare which team they will be playing with to the athletics office before the tournament begins (applies only when both teams are in the same division of the Metro City Tournament). If the player does not declare a team, the first team that he/she played for in the Louisville Metro tournament will be that player's team. **A player may not join another team after his original team is eliminated.**
9. Any player released from a team may not rejoin that team or join any other team in the same league.
10. Team manager must sign releases.
11. Players may be required to present a picture ID in order to verify eligibility at the game site during the regular season. Players will be required to show picture ID in order to participate in the Louisville Metro Tournament.
12. When on a current roster, returning military personnel may immediately resume participation with that team if he/she is otherwise eligible.
13. The coach or team manager is responsible for verification of the eligibility of team members.

PENALTY

ANY INDIVIDUAL WHO FAILS TO MEET THE REQUIREMENTS OR ABIDE BY THE RULES OF THIS SECTION WILL BE INELIGIBLE FOR PARTICIPATION AND REMOVED FROM THE TEAM ROSTER IN THE LEAGUE IN WHICH THEY DESIRE TO PARTICIPATE. ALL GAMES IN WHICH AN INELIGIBLE PLAYER PARTICIPATES IN WILL BE FORFEITED.

SIGN-IN SHEET:

1. A sign-in sheet will be available from the scorekeeper before each game. The scorekeeper will not seek out a player or coach to secure signatures on the sheet.
2. A team must have at least nine (9) eligible players ready to play at their scheduled game time or at the start of their game in the event the preceding game runs late. **Co-Ed teams may have 4 women to start game. THERE IS NO GRACE PERIOD!**
3. Players must sign the sign-in sheet in their own handwriting prior to participation in a game. Failure to have at least (9) eligible players ready to play by scheduled game time will result in automatic forfeit.
4. Coaches or team managers may list all players on the sign-in sheet. However, **signatures have to come from the actual participating players. Late arriving players still must sign in their own handwriting.**
5. If an individual signs a roster or sign-in sheet in a name other than their own, that person will automatically be suspended from participation in all Metro Parks league activities until ruled upon by Metro Park officials. In addition, that game and each game that said person participated in will be forfeited. If a person's name appears on the sign in sheet, it will be assumed that the individual participated in the contest.

PENALTY

ANY VIOLATION OF THE PROVISIONS OF THIS SECTION WILL RESULT IN FORFEITURE OF THE GAME BY THE OFFENDING TEAM. THIS IS IN ADDITION TO SUSPENSION OF PERSONS INVOLVED IN FRAUDULANT MISREPRESENTATION OF THEIR IDENTITY ON THE SIGN-IN SHEET.

EQUIPMENT:

1. Each team must furnish their team's equipment (bats, gloves, balls, etc.). Each team will provide and hit their team's ball for each game. Each team must also have replacement balls in case a ball is lost or hit out of play.
2. Base line for men and co-ed will be 70'.
3. Ball size for women's league will be 11". Ball size for men's league and co-ed league will be 12". **The balls must be .52 core. .300 Max Compression.** They are to be optic yellow, no white balls will be allowed.
4. Any bats deemed illegal by ASA will be deemed illegal in Metro Parks' leagues. Any player using an illegal bat will be ejected from the game.
5. **NO METAL CLEATS.**
6. Uniforms are not required, but team T – Shirts are suggested.

GAME:

1. **All league games will be played on a fifty-five (55) minute time limit. No new inning will start after fifty-five (55) minutes has expired. Clock starts at game time as soon as umpires call teams to the field. It is coach's responsibility to get start time from scorekeeper. Scorekeeper's time is the official time.** If a game is tied at the end of seven (7) innings or at the end of fifty-five minutes of play, the game continues until the winner is determined.
2. Games will start promptly at the scheduled game time. EXCEPTION: When a game runs late, the next game will start immediately upon conclusion of the preceding game. **GAME TIME IS FORFEIT TIME! There is no grace period.** The scorekeeper on site will keep the official time. There is no other official time.
3. No infield practice will be allowed after scheduled game time.
4. Every league will be structured for each team participating to have a minimum of six (fall) or eight (summer) scheduled games depending on the season. Each league presents the opportunity for two teams from that league to advance to the Louisville Metro Tournament.
5. Each batter will enter the game with a "1 ball, 1 strike" count.
6. The batter is out after a third strike, including a foul ball that is hit after two strikes.
7. Substitutions: Any of the starting players (including an EP) may be substituted or replaced and re-enter once, provided the players occupy the same batting positions whenever in the line-up.
8. In the event of an out of the park home run, base runners are not required to run bases. The batter will also be credited with a run without running the bases or touching first.
9. Standings will be based on the following point system: +10 for a win; +5 for a loss; 0 points for a forfeit loss due to injury during the game; and -10 for a forfeit loss.
10. Where a tie exists in the final league standings, the higher seed in the league will be awarded to the team that defeated the other team. If there is a situation where more than two teams are tied, the higher position will be determined by: a) best record against teams with the same amount of points; b) least amount of runs allowed vs. teams with same amount of points.
11. The team manager / coach are responsible for contacting the Athletic Department for game times, tournament schedule, rainouts, rescheduling of games, etc. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES CAN / WILL BE RESCHEDULED ON DAYS OTHER THAN THE ORIGINAL DAY THAT YOU SIGNED UP FOR IN ORDER TO COMPLETE SEASONS IN A TIMELY MANNER. IT IS YOUR TEAMS RESPONSIBILITY TO MAKE YOUR SCHEDULE WORK REGARDING RAIN-MAKE UP DATES.**
12. The Extra Player (E.P.) is similar to the Designated Hitter (D.H.) rule. The Extra Player is included in the batting order like a Designated Hitter, but they are also eligible to play on defense without making a formal substitution.
13. There are three run rules for Metro Park leagues.
 - Ten (10) runs after five (5) innings
 - Fifteen (15) runs after four (4) innings
 - Twenty (20) runs after three (3) innings

PROTEST:

1. The only protests that will be heard will be those protests involving rule interpretation or player eligibility.
2. In order to receive consideration, the protest must be made by the manager of the protesting team immediately following the incident causing protest by notifying the umpires, the opposing team manager, and the scorekeeper. Upon receiving notice of the protest, the scorekeeper shall make record of all facts and conditions pertinent to the protest.
3. **The protest must be made in writing and accompanied by a deposit of \$45.00 and turned in to the Athletic Department the next working day following the incident.** FAILURE TO COMPLY WITH THESE REQUIREMENTS WILL RESULT IN REJECTION OF THE PROTEST.
4. To successfully protest the eligibility of any player, the challenging team must provide written proof. **IF ELIGIBILITY CANT BE DETERMINED AT THE GAME SITE, THE PLAYER WHOSE ELIGIBILITY IS BEING PROTESTED WILL NOT BE ALLOWED TO PLAY IN THAT GAME OR ANY OTHER METRO PARKS ADMINISTERED LEAGUE GAMES. EACH PLAYER MUST HAVE SUFFICIENT IDENTIFICATION WITH THEM AT ALL GAMES. FAILURE TO PRODUCE PROPER PICTURE IDENTIFICATION WILL RESULT IN AUTOMATIC DISQUALIFICATION FROM THAT CONTEST.**
5. If the protest is upheld, the protest fee will be returned.

FORFEITS:

1. **Game time is forfeit time.** There will be no grace period for forfeits. The umpire will determine when to assess a forfeit and their decision is final. No player or coach can waive a forfeit.
2. **Un-sportsmanlike conduct will not be tolerated.** Umpires and Metro Parks staff members have full authority to declare a forfeit in the event that misconduct by fans, players, coaches, or other related team personnel becomes so severe that in his/her judgment, the continuation of the game would endanger the safety of any person or would be contrary to the best interest of any concerned party. Intolerable acts include, but are not limited to abusive language toward officials, other players, team benches, taunting, persistent questioning of officials calls, or other un-sportsmanlike conduct. Any Metro Parks staff person at his/her discretion can declare the game a forfeit.

RULES:

1. All games are to be played according to **ASA Softball Rules** unless otherwise stated in Metro Parks rules.
2. For any outfield-fenced field, there will be a home run limit of five (5). Any home runs hit in excess of five will be an out.
3. **The Athletic Department reserves the right to make any changes in the established rules, as it deems necessary.**

EXTRA-PLAYER RULE (EP)

1. Using an extra player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game.
2. If an EP is used, all 11 (12 for Coed) on the starting lineup must bat and any 10 of those may play defense. Defensive positions may be changed, but the batting order must remain the same.
3. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter in the same batting position.

CO-ED SPECIFIC RULES:

1. The batting order will alternate the sexes. In the event that there are more women than men in the lineup, the batting order should never have two men batting in sequence. (A woman should always separate male batters.) You can not bat (11) eleven players, either (10) ten or (12) twelve with an equal number of men & women.
2. Co-ed play will use a 12-inch softball.
3. **Men must bat opposite their normal hand.** However, the pitcher may turn them around if he or she chooses. Once the opposing team has requested a batter to change hands that batter must remain changed for the entire game. The opposing team cannot request a return to the batter's opposite hand.
4. A team can play with 9 players (women and men) defensively and offensively, but with **NO** more than 5 men. If a team starts with 4 women, they must take the automatic out for the men batting back to back.
5. **Men must slide headfirst only.** An out will be called on any male sliding feet first. It is suggested that experienced players only perform headfirst sliding.
6. All players must wear shoes. **Shoes with metal spikes are illegal.** No shoes with detachable cleats that screw on are allowed; however, shoes with detachable cleats that screw in to the shoes are allowed.
7. If a man walks, intentionally or not, he takes two bases and the female behind him has the option of walking or hitting.
8. There are no Co-Ed defensive positioning requirements.
9. A team may bat as many as twelve (12) players, but any ten (10) can play defense at any time. **A team may not bat (11) eleven players.**

SPECIAL GROUND RULE:

At Seneca Park, on fields #1 and #2 - if a ball is hit into the street, a ground rule triple will be awarded.

DISCIPLINE:

The Metro Parks Athletic Department works to encourage and reinforce basic standards of sportsmanship, cooperation, and respect for others. Clearly sporting contests are important, but at no time should the importance be so overriding that players, coaches or spectators lose sight of appropriate behavior. The playing field is not an avenue for physical or verbal abuse toward the players, officials, or spectators. In order to encourage proper conduct before, during, and after a contest, Metro Park staff will make decisions whether to warn, penalize or eject players, coaches, teams and/or fans for un-sportsmanlike conduct. Metro Parks' activities are designed to be enjoyed by families as well as individuals and the conduct of all involved should be conducive to this end.

Participants, coaches, and fans that choose to follow un-sportsmanlike behavior, whether directed toward a participant, staff member or an official, may be ejected from that contest and/or any future contest. Any Metro Parks employee may administer the ejection. An ejection can occur before, during, or after a contest. Examples of un-sportsmanlike conduct that can result in an ejection includes, but is not limited to excessive swearing, vulgar or abusive language, intoxication, unnecessary roughness, flagrant actions toward a staff member, opponent, team member; "trash talking"; fighting or inciting a fight. Fighting includes attempting to strike another individual, whether or not there is actual contact made.

1. **Ejection from a game will result in an automatic suspension of the offending person or persons for at least the next full game. Metro Parks will investigate ejections case by case and deem further punishment if necessary.** Any participant who puts himself/herself on suspension by un-sportsmanlike conduct or other cause will be ineligible for participation in any Metro Parks activity until the facts of the case are determined and appropriate actions can be taken.
2. Any player ejected from a contest for fighting will face suspension from all Metro Parks administered athletic leagues for one year. Situations will be handled on a case-by-case basis. Fighting includes striking or attempting to strike another individual.
3. Possession or consumption of alcoholic beverages, upon Metro Park property is strictly prohibited. Any team personnel guilty of violation of this provision shall be automatically suspended for a minimum of four games, may be barred from further participation and may be prosecuted for violations of the General Ordinance of the City of Louisville, state statutes, and other local laws.

MANAGER DUTIES:

1. **It will be the duty of the team manager to see that all contracts, roster changes, player choice for tournament play, and other documents concerning his/her players or team are filed in a timely manner to the athletics office.**
2. The manager has the responsibility to keep players informed of all rules.
3. The manager will see that all players conduct themselves in a proper manner while team is at the game site.
4. The manager must contact the Athletic Department for the game times for rainouts, make-up schedule, tournaments, etc. Penalty for failure to show will be an automatic forfeit. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS OR ALTERNATE NIGHTS OF THE WEEK. GAMES MAY TAKE PLACE AT ALTERNATE FIELDS IN ORDER TO GET RAINOUTS COMPLETED.**

UMPIRES:

1. Only the umpires have the authority to call a game off due to the conditions of the field or inclement weather. **Games in the process of play that are cancelled due to weather or poor field conditions will be considered final only if the home team is leading after 3 ½ innings or whoever is a head after 4 complete innings.** Any game that falls short of this will be suspended and teams will pick up where they left off at a later time that will be determined by the athletics office.
2. The Athletic Department will assign umpires and scorekeepers.

TOURNAMENT QUALIFYING:

SPRING LEAGUES: Leagues with 7 or more teams the **TOP 4 TEAMS QUALIFY**

Leagues with 6 or fewer teams **ALL TEAMS QUALIFY**

FALL LEAGUES: **ALL TEAMS QUALIFY**

AWARDS:

1. A team trophy will be awarded to the league winner, tournament winner and runner-up. A tee shirt will be awarded to every participant up to a maximum of 15 to league winners. Additional shirts can be purchased at the cost of \$10.00 a shirt through the Metro Parks Athletics office.

IMPORTANT NOTES:

For rainouts and inclement weather questions, team managers or coaches may call 458-0142. A recording will be available **after 4 PM** the day of the game. If it is not raining at the time the athletics office closes at 5 pm any game cancellations due to poor field conditions or weather will be decided at the field by the umpires.

Initial rosters must be turned in to the Athletics Office before the start of your team's first official game. Originals must be turned in, no photocopies, emails, or faxes will be accepted. Teams that do not turn in a roster will forfeit every game till the roster is received by athletics.

Final rosters are due before the third played game, no exceptions. If not turned in, the Athletics Office will consider the initial roster as the final roster. No player will be eligible to play until they sign a roster.

Each team coach or manager is responsible for discovering the dates and times of rescheduled games. **AFTER 3 RAINOUTS (PUSHED TO END OF SEASON) MAKE-UP GAMES MAY BE PLAYED ON SATURDAYS!!**. Any bats deemed illegal by ASA will be deemed illegal in Metro Parks' leagues.

Team schedules will be emailed. Schedules, rules, standings, roster sheets, and registration forms can be found by visiting the website below.

WEEKLY SCHEDULES AND STADINGS:

Please visit <http://www.louisvilleky.gov/MetroParks/recreation/athletics/> to view the weekly schedule and softball standings. The standings are updated every two weeks as scores and results are received.

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